



Saint George

AND THE



Vol. I, No. 2

March 6, 1976

A Vast Wilderness Publication

"Diplomacy is to do or say/

The nastiest thing in the nicest way."

- Isaac Goldberg -

They said it couldn't be done; they said it shouldn't be done, but here is the second issue of Saint George and the Dragon. I have received many letters in response to my first issue. I am going to assume that you didn't know it is illegal to send that sort of thing through the mails, but don't let it happen again.

Some of you are asking yourselves what happened to the first issue. Well, I didn't send it to you. Hard Cheese. Some of you are asking yourselves, why me now? A string of good luck does not last forever. Think of this complimentary issue as my way of telling you that you've crapped out. The rest of you asked for it...What can I say?

This issue is just full of good stuff. The Medusa begins. The animals are heard from. Moonman comes to trial. If you wonder what all this means, you are just going to have to read this issue. If you don't wonder what all this means, this issue can be used to line a birdcage.

Now we'd better take sword in hand to cut through all this verbiage so we can find

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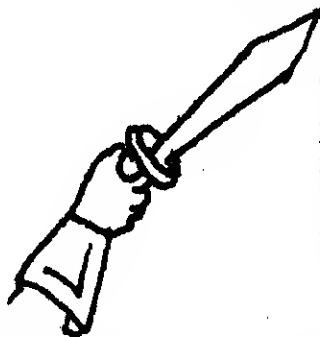


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Saint George and the Dragon is a monthly journal of poetal Diplomacy* available from: Robert Sergeant, 2902 St. Paul Street, Indianapolis, IN 46203. Game fee: \$3.00; Subs: \$2.00/10 issues; Back issue or sample copy for first class postage. Game fee includes sub for life of your game. Phone number--(317) 786-3290

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SAINT GEORGE SPEAKS



"If I could talk to the animals...."

The news was first broken to the general public in the January, 1974 issue of Psychology Today. For those who missed it then, it was repeated last year on PBS's science series, Nova. Humans have learned to talk to chimpanzees.

The experimenters took notice of the fact that verbal exchanges occupy very little part of inter-chimpanzee relations. Gestures, on the other hand, seemed to come naturally. Taking a chimpanzee named Lucy, the experimenters tried to teach her American sign language. Their success was phenomenal.

Unfortunately, now that we have learned to talk to chimpanzees, we have discovered that they really have little to say. Chimps are extremely interested in gratifying their basic needs, but not much else. They can learn the words for everyday objects, such as "toothbrush", "ball", or "candy", but abstracts such as "truth", "justice", or the "Chimpanzee Way" hold no interest.

The interesting part of all this lies in the future. The chimps are beginning to use sign language among themselves. Some day one of these chimps will make his break for freedom. Given the natural curiosity of apes, it won't be long before chimps all over the world speak a common sign language.

And if it should work for Chimpanzees, why won't a similar tactic work for other animals? Moles might react to the scratch marks on the inside of tunnels. Cats may make sense out of sand piled on excrement. Dogs may be contacted by co-ordinating the smells on anal sphincters.

Once we have learned to speak to each animal, the opportunities are limitless. Meow Mix cat food already bills itself as "the cat food cats ask for by name." As the food companies learn the language of the particular animal it is interested in, we can expect whole commercials written in "dog", or "duck." Animals can hardly be more difficult to brainwash than little children. If a child can be taught to nag his parents for a toy he has seen advertised on television, how much easier it would be to tell cats to refuse to be house-broken unless the owners provide a particular brand of kitty litter.

Of course, we may expect public service announcements in which dogs and cats are urged "for the good of animalhood" to turn themselves in for their regular rabies shots. Or advertisements for planned parenthood, with pictures of poor innocent puppies up for adoption because their mothers weren't on the Doggie pill (which, incidently, exists).

There is good in this. Now we can explain to Prince just why he shouldn't chew up that particular slipper. Or tell Tabby why humans don't regard sharp claws as worth the scratch marks on the table leg.

Before we allow research to continue, we should consider the mixed bag of results. Or does someone think he can explain the wonderful taste of bacon while speaking "Pig."



Due to the response for my first issue, I take considerable pleasure in being able to start the first game in this issue, I would like to remind the players that per House Rule #2, all country assignments were made by random draw. Everybody has to be somebody.

And now, gentlemen, I give you our first monster : The Medusa.

Winter, 1900 The Medusa 1976R



Medusa

Austria-Hungary:

John J. McArdle, Jr., 5895 Creetview Ave.,
Indianapolis, IN 46220

England:

Don Rittel, 2311 Badger Pkwy., Apt. 2,
Madison, WI 53713

France:

Douglas K. Happel, 2012 Ben Ali Rd.,
Anchorage, KY 40223

Germany:

Gary Cohen, Box 293, Brown University,
Providence, RI 02912

Italy:

Ron Stephens, 1044 S. 16th # 2,
Lincoln, NE 68508

Russia:

Randy Rauscher, 15 Anchor Rd.,
Barnegat, NJ 08005

Turkey:

Jad Dittmar, 1235 Birch Rd.,
Homewood, IL 60430

As listed above the Boardman number for this game is 1976R. In submitting orders, reference must be made to either this number or to the House Name, Medusa.

The second game, The Basilisk is now forming. I have three people, Steve McLendon, Richard Anderson, and Brad Hessel, already signed up. Four more volunteers and The Basilisk will take flight next issue. After this game is filled, I will be opening one final game, yet to be named. All the players in The Medusa and those signed up for The Basilisk are advised to see the section on the Feudal Code in this issue for the discussion of the procedure to be followed for Winter.

As I have said before, Saint George welcomes press, but with the bond of paper I now have, I am limited to 5 sheets per issue. Keep this in mind when submitting press. I don't mean to restrain you. If necessary, I will delay departments in favor of press.

DEADLINE FOR SPRING, 1901 IS 3:00 PM EST, APRIL 3, 1976



DRAGON FIRE

The Italian Shuffle

The Italian Shuffle was first printed in Diplomacy World, Vol 2, No 2. Since then I'm sure more than one Italy has tried it out. I have not been one of them. This opening requires a superb diplomat and six blind people.

The moves, for those who didn't see the original article, are: S'01 - A Ven-Pie, A Rom-Ven; F'01 - A Pie-Tr1, A Ven-Tri. The complimentary alliance pattern is that Germany and England are to take out France then fall into a war with each other. Italy in combination with Turkey and Russia takes out Austria, then takes out Turkey with minimal help from Russia, while Russia joins Germany in taking out England. Italy then shears off the southern section of France and takes Sevastopol, thus winning the game. All these things have to work precisely in this fashion or the opening moves are useless. I think that's asking too much.

I have seen this opening used only once. France is supposed to believe Italy is attacking Marseilles. Austria is not supposed to realize Italy could take Trieste. Russia has to take Galicia. None of these things happened. This Italy was left with both of his immediate neighbors antagonized. He would have been better off making the direct attack on Marseilles. He would have got it.

The philosophy behind feinting an attack on France then attacking Austria is to slow France down by making him cover Marseilles and thus give up a build. The question is, is slowing France down in this situation in Italy's best interests? France is to be under attack from both England and Germany. By denying one build to France, Italy is making it easier for England and Germany to eliminate France.

Italy has two countries to take out in the East, Austria and Turkey. In the first instance it is three against one; in the second it is two against one. In the meantime in the West the attack is two on one. Does anyone believe that Austria and Turkey can be eliminated in the same amount of time that France can be eliminated?

The Franco-Italian alliance is one of those alliances that are virtually useless. The personalities of the players may be right, but the countries can't do much together. The best they can do is negotiate a non-aggression pact. Under these circumstances it is wise for an Italy that wants to attack in the East to be sure that France is going to be busy. But is it really wise for Italy to help make France so weak that it falls before Italy is through with his Eastern Campaign? After all, it will make no difference in the result whether Italy is eliminated by France or England.

It is difficult to form a winning strategy for Italy. This idea is better than no plan at all, but only just.

FEUDAL CODE

From the number of inquiries I have received, it has become evident that my House Rules need at least one modification. Since you have been waiting for this, my second issue, for a month, I am sure you are all aware that my publication is on a monthly schedule. While this allows you ample negotiating time for Spring and Fall moves, it does tend to get tedious during Winter. And according to the rules of Diplomacy, Winter is not allowed any negotiating time. Therefore, I must provide for a faster flow of the game.

Some publishers use a printing cycle that allows them a short Winter deadline. I am afraid that my printing arrangement does not allow me to do the same. Also, I have arranged the schedule so that the deadline is on the first Saturday of every month. I feel this is a help to you in remembering the deadline, and also works as a reminder to me. I don't want to alter that.

It has been suggested that players provide postcards along with their Winter builds. When I have all the Winter builds, I would transcribe them onto the postcards and mail them back to the players. I have decided against this for two reasons. First, it requires an additional expense to the players that was not agreed upon when they sent me their game fees. That is sort of like buying something at a given price, then being told there is a handling charge. It is dishonest. Second, the length of time for my transcribing the Winter builds would have to come out of the Spring negotiating time in order to keep my publication on schedule.

The other suggestion which I have had is to accept conditional moves. Under some circumstances, this is workable. Therefore I am going to use this suggestion in a modified form in the interest of keeping the game flowing. I would hate for anyone to get bored with the game, especially since I have no standbys yet. So add to your copy of the Feudal Code rule # 13.

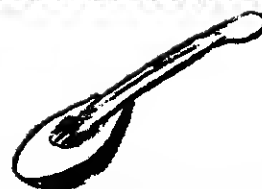
13. Winter, 1901 builds will be due with Fall, 1901 moves and may be made conditional upon the Fall results. They may not be made conditional upon other Winter builds. In any Winter season deemed not complex by the Gamemaster, Winter and Spring moves will be due together. Spring moves may be made conditional upon Winter builds. Players will be informed specifically when Winter and Spring are due together. In seasons which the GM deems to be complex, Winter will be carried on a separate basis.

If there are any objections to this, please inform me with your Spring moves.

REMEMBER--THERE ARE ONLY 8 OPENINGS LEFT ! DON'T BE THE ONLY KID ON YOUR BLOCK WITHOUT ONE !

MINSTREL'S LAY

The Adventures of the Moonman
Chapter two--The Trial



I shall not bore you with a tedious recount of the various events occurring between my purple friend's arrival and his initial court appearance. Suffice it to say that many believed that the Moonman was representing the Second Coming, the Communist Conspiracy, and/or somehow connected with the CIA. The local eccentrics even established a Defense Fund (the proceeds of which I never saw). But enough of that.

During a traumatic experience, the mind tends to make jest in order to relieve the gruelling pressure. I found myself to be no different. As we entered the Courtroom, ludicrous thoughts ran through my head. (Your Honor, and ladies and gentlemen of the fruit salad.. As a jury of his pears, er, peers, it is incumbent upon you, and you alone...BAILIFF! TAKE THOSE CUFFS OFF HIS _____!)

The Courtroom was packed. Reporters, housewives, truant children, and other legal buffs-for-a-day, scurried here and there. Upon seeing the purple banana-like Moonman, an instant cheer went up. One screeched, "My GOD, he's naked !" The scene was chaotic as the assembled rabble pushed and shoved and squirmed. In what seemed like hours, we finally made our way to the front and into the fairly safe sanctuary of the bar proper.

The Judge, a man whom I knew through previous encounters to be near-sighted, yelled, "MY GOD, he IS naked, isn't he ?"

"Your Honor," I began,

"ISN'T HE, McGuffey ?" the judge interrupted, turning to the Bailiff. Three elderly ladies on the jury confirmed His Honor's suspicions by fainting immediately. One person on the panel, clad in pink with co-ordinated handbag and shoes, but disgustingly unshaven, leaned forward.

"Your Honor," I tried again.

"Counselor," the judge snapped, "There are eight million stories in the naked city, and this is one of them !" The judge leaned forward, amid the laughter. "Sir, this, this..THING dares to float before the bar of justice, with nary a stitch." "Yesh, I sarw one floating at Bruno'sh Bar lasht night, too, " came a reply from the back.

"Your Honor..."

"I'll have none of it, Counselor, NONE ! OF ! IT !"

The Moonman, who had remained remarkably silent through the whole carnival, chose this moment to think. (Again the Moonman didn't speak, but made himself heard through his thoughts.)

"I be innocent." Silence descended over the Courtroom. "Nakedness or Clothed-hood be not the issue before this tribunal, but rather, shall a being, such as myself, be capable of receiving justice in a foreign jurisdiction. I think to you, Sir, that..."

"ENOUGH ! ENOUGH ! Thirty days or thirty dollars!"

(CONTINUED PAGE 7)

MINSTREL'S LAY (continued from page 6)

Realizing that the Moonman had mistakenly attempted to interject the concept of justice into the legal system, I jumped to my feet. "Your Honor, my client hasn't even been given the chance..."

"Forty days or Forty dollars!"

Another can of "justice" having been dispensed, His Honor retired to his cave.

((What will happen to the Moonman, since the judge found him without a peel? Time will tell....))

MERLIN'S VISIONS.



I have been regularly watching what has to be the most bizarre program on television. It comes in three versions: NBC, CBS, or ABC News. This program, if taken seriously, can blow your mind.

The format in all three versions is essentially the same. A father figure sits behind a desk and either tells you what is happening in the world, or introduces you to young, eager people who, the father assures you, are giving you the straight poop. The "straight poop" tends to vary from version to version.

We of the Diplomacy world have an advantage over everyone else. We know there are precisely seven countries and twelve neutrals, none of them are called "Angola", which has been the favorite topic of this program lately.

Let's examine the scenario of this "Angola." Portugal has freed Angola, its former supply center. (Yes, I know, Portugal is not a major country, and thus has no business holding another supply center. The "News" admits this, but says it's true anyway.)

The USA (which is off the board) is backing one group trying to take over Angola, while at the same time being friendly with the USSR which is backing another faction. There is a third faction apparently made up only of natives, so it is ignored. South Africa, which is opposed to Black Rule, is helping the black faction backed by the USA. Cuba is helping the USSR-backed group.

Meanwhile back at the USA, the Congress of the USA, which has not managed to get off its duff and do anything about unemployment, inflation, the Energy Crisis, or anything else, has suddenly congealed into a coherent body to stop shipment of arms to their own side in Angola, thus assuring victory to the USSR-backed side. The same USSR that has, as its declared goal, the complete elimination of all capitalistic societies, of which the USA is one.

No Diplomacy player worth his salt would help another player to a supply center if the second player had repeatedly announced his intention to wipe out the first player.

The rest of the programs are equally unbelievable. If you are into variant Diplomacy such as Utter Chaos or Diluvian, you might find the program of interest. But if we try, as we are supposed to, to believe that intelligent, rational people really behave like this, we are truly lost.

...AND IN CONCLUSION

To bring you all abreast of developments since I typed the rest of this issue...I have had three more people sign up. There is one position left in The Basilisk and seven in the final game.

GET THEM WHILE THEY LAST ! ONLY 8 MORE POSITIONS LEFT !



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____ COMPLIMENTARY
____ PLAYER 1976R
____ INCIPIENT PLAYER
____ TRADE ?
☒ TRADE



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